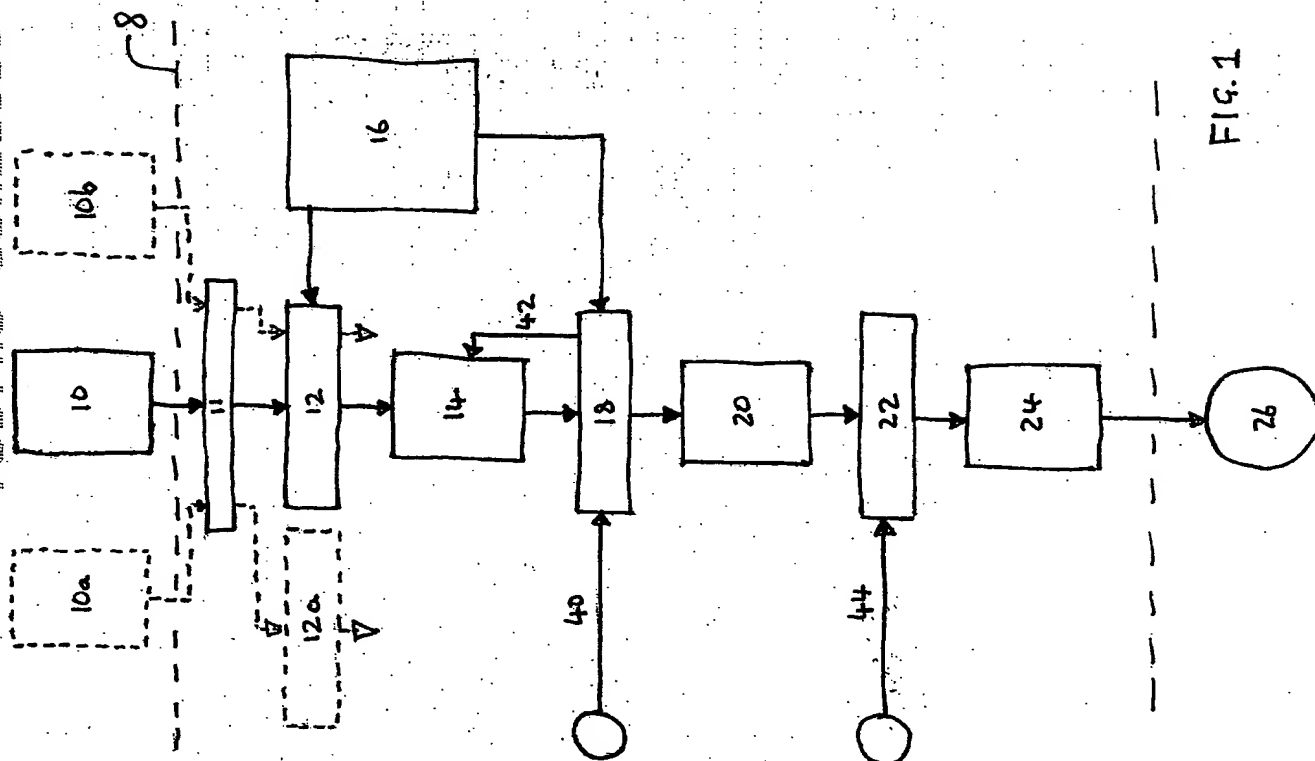


**SECRET**



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FIG. 2A

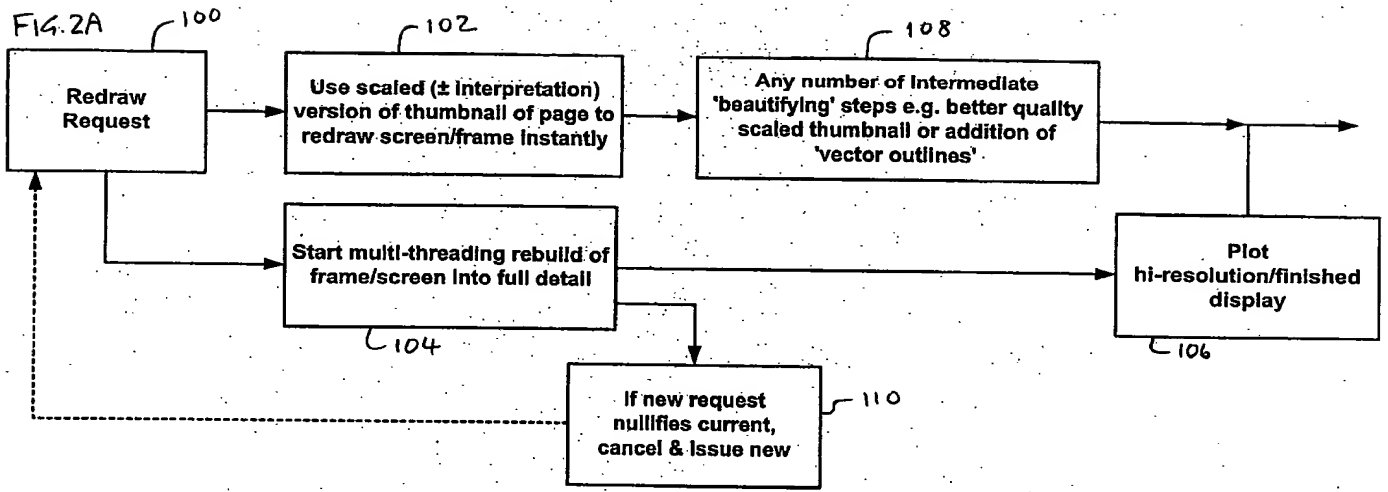
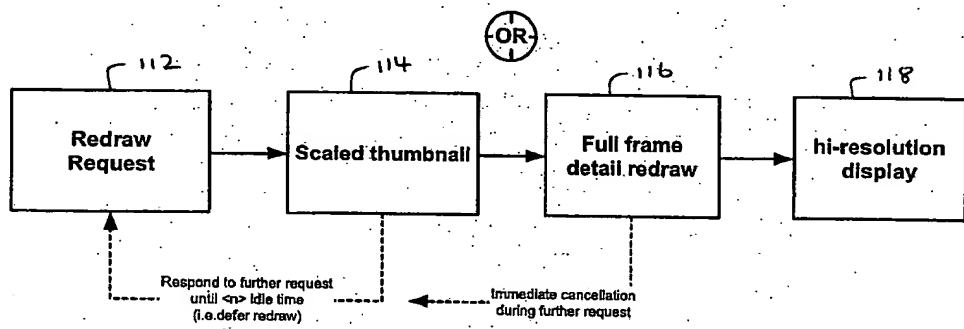
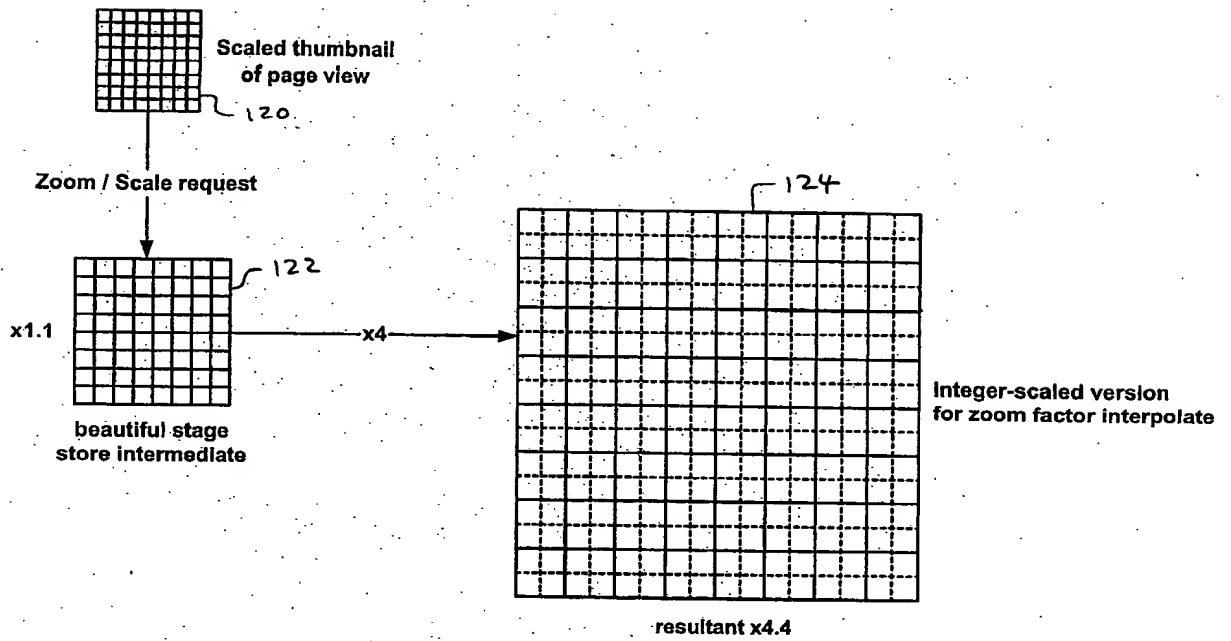


FIG. 2B

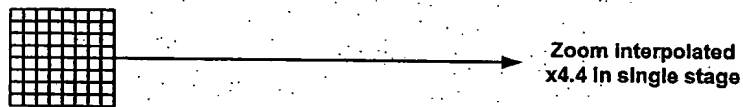


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FIG. 3



Versus



- Intermediate stage 'infrequent' & therefore can use beautiful/detailed scaling, versus rapid/cruder final or single stage scale.

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FIG. 4A

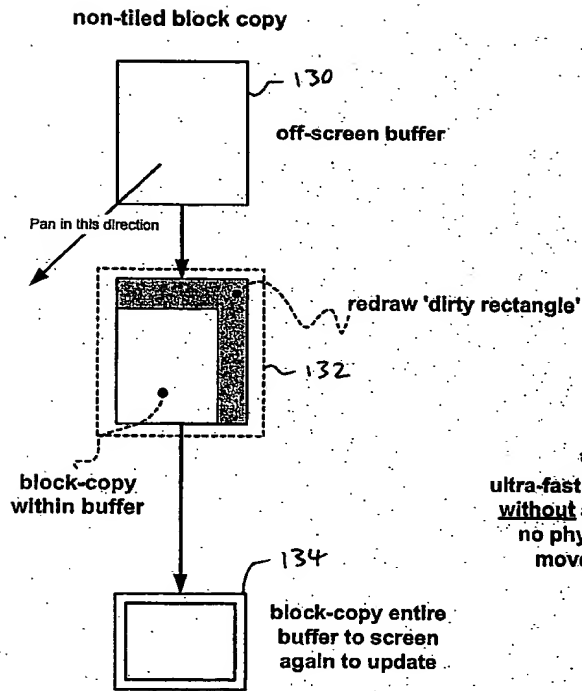
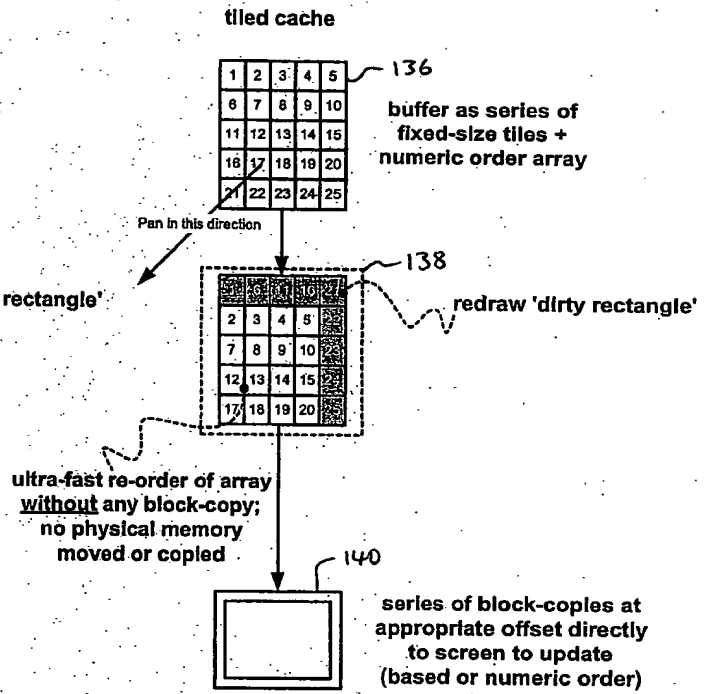


FIG. 4B



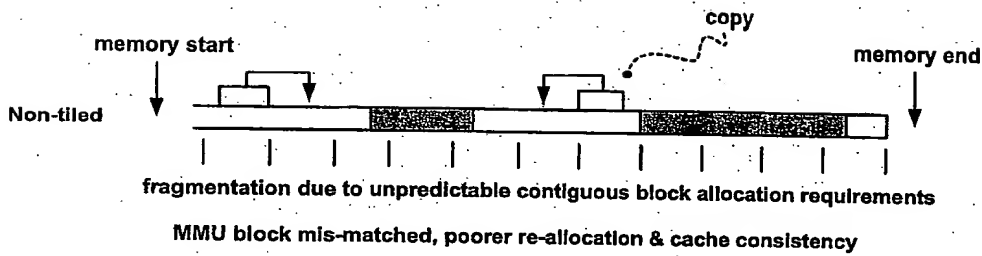





FIG. 5A

 = unused (released) blocks

 = large numbers of physical memory copy operations

 = physical memory MMU

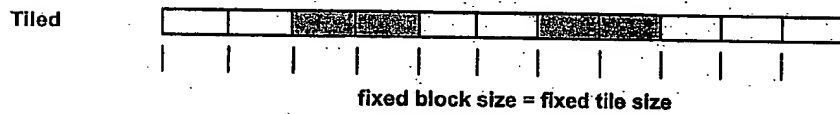
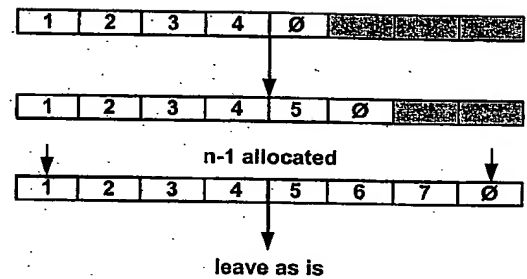
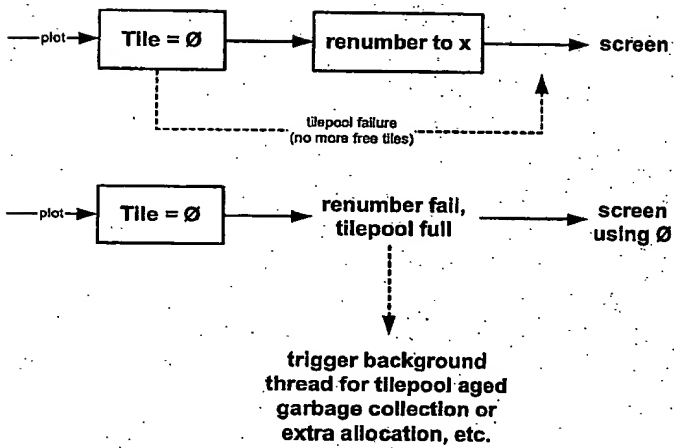


FIG. 5B

unlimited amount of fragmentation has no effect on usability  
 no copy operations required (for buffer re-centering Fig.24)  
 potential perfect synchronisation with MMU predictability  
 & extendibility of pool (I)

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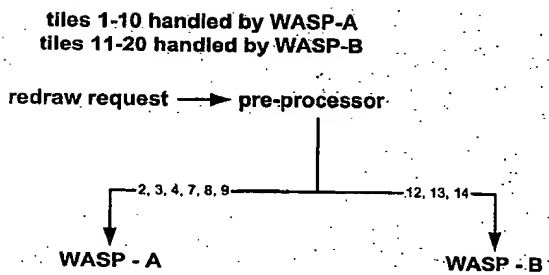
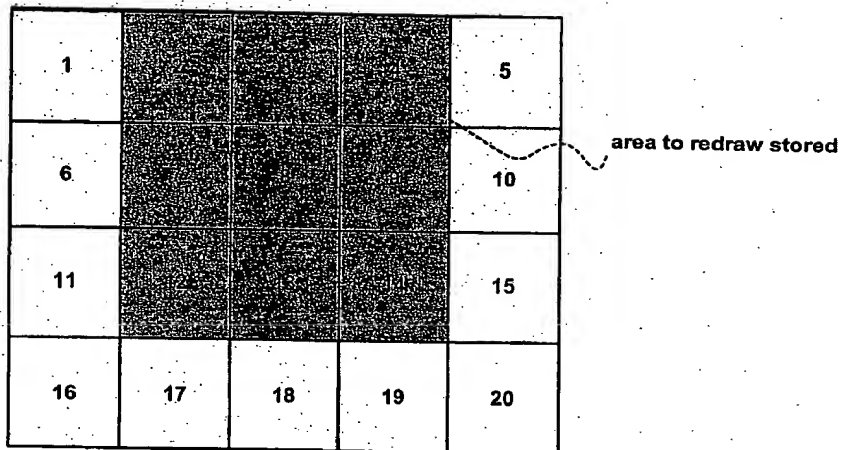
FIG. 5C



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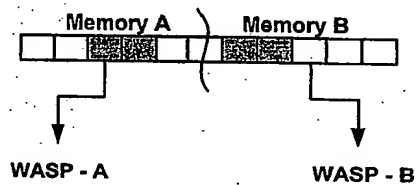
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FIG. 6



OR

based on memory map of Fig. 5B  
split pool accordingly regardless of  
screen position

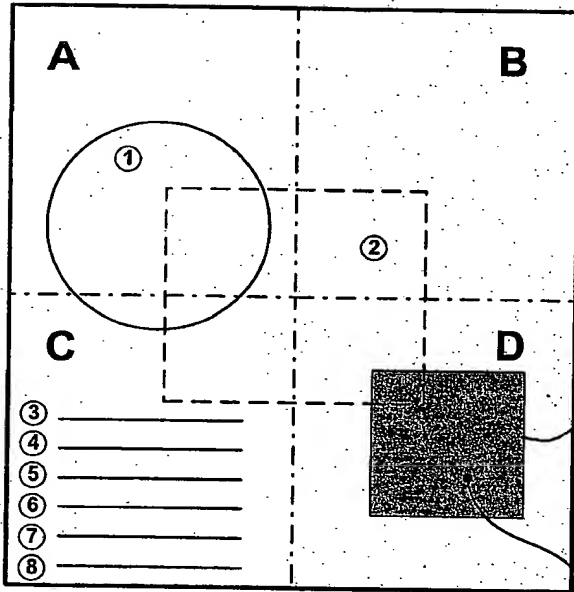


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FIG. 7



4 Zones | A, B, C, D

8 Objects | ① - ⑧

By Zone: A = ①, ②

B = ②

C = ①, ②, ③...⑧

D = ②

area to be re-referred

FIG. 8

Without Zoning:

to update 142 left diagram

Extract Item ① from list

Check bounding box if fits within 142

Yes

Intersect Bounding Box & plot object

No

Continue next item (x8 round loop in this example)

With Zoning:

Intersect 142 with zones

Vastly reduces in many cases amount of objects extracted & compared.

Concatenate item from zone(s) list, here = D, get ②

Ratio of zone size & typical object size is critical.

Check bounding box if fits 142

As above

(x1 loop in this example)

Common case of many small locally clustered objects (text / gradfills) good example of beneficiaries.

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